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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
10/716,868	11/20/2003	Hyun-kwon Chung	1293.1970	5648
49455 7590 10/30/2007 STEIN, MCEWEN & BUI, LLP 1400 EYE STREET, NW SUITE 300 WASHINGTON, DC 20005			EXAMINER PATEL, MANGLESH M	
			ART UNIT 2178	PAPER NUMBER
			MAIL DATE 10/30/2007	DELIVERY MODE PAPER

**Please find below and/or attached an Office communication concerning this application or proceeding.**

The time period for reply, if any, is set in the attached communication.

**Office Action Summary**

Application No.

10/716,868

Applicant(s)

CHUNG ET AL.

Examiner

Manglesh M. Patel

Art Unit

2178

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

**Period for Reply**

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

**Status**

- 1) ☐ Responsive to communication(s) filed on 14 August 2007.
- 2a) ☒ This action is **FINAL**. 2b) ☐ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

**Disposition of Claims**

- 4) ☒ Claim(s) 1-25 is/are pending in the application.
- 4a) Of the above claim(s) \_\_\_\_\_ is/are withdrawn from consideration.
- 5) ☐ Claim(s) \_\_\_\_\_ is/are allowed.
- 6) ☒ Claim(s) 1-25 is/are rejected.
- 7) ☐ Claim(s) \_\_\_\_\_ is/are objected to.
- 8) ☐ Claim(s) \_\_\_\_\_ are subject to restriction and/or election requirement.

**Application Papers**

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☐ The drawing(s) filed on \_\_\_\_\_ is/are: a) ☐ accepted or b) ☐ objected to by the Examiner.  
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).  
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

**Priority under 35 U.S.C. § 119**

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☐ All b) ☐ Some \* c) ☐ None of:
1. ☐ Certified copies of the priority documents have been received.
  2. ☐ Certified copies of the priority documents have been received in Application No. \_\_\_\_\_.
  3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).
- \* See the attached detailed Office action for a list of the certified copies not received.

**Attachment(s)**

- |  |   |
|--|---|
| 1) <input checked="" type="checkbox"/> Notice of References Cited (PTO-892)                                | 4) <input type="checkbox"/> Interview Summary (PTO-413)<br>Paper No(s)/Mail Date. _____ |
| 2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948)                       | 5) <input type="checkbox"/> Notice of Informal Patent Application                       |
| 3) <input type="checkbox"/> Information Disclosure Statement(s) (PTO/SB/08)<br>Paper No(s)/Mail Date _____ | 6) <input type="checkbox"/> Other: _____  |

**DETAILED ACTION/**

1. This Final action is responsive to the amendment filed on 8/14/2007.
2. In amendment Claims 1-25 are pending. Claims-1, 9, 15 and 19 are independent claims.

**Withdrawn Rejections**

3. The 35 U.S.C. 103(a) rejections of claims 1-21 with cited references of Moock in view of Chun has been withdrawn in light of the amendment.

**Claim Rejections - 35 USC § 103**

4. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

5. Claims 1-25 are rejected under 35 U.S.C. 103(a) as being unpatentable over Echo (NPL, FLASH VS JAVA APPLETS, Published Oct 2, 2002, EchoEcho\*com, pgs 1-2). In view of Moock (NPL, The Art of Flash 5 Preloading, 05/29/2001, O'REILLY, pgs 1-13) Further in view of Chun (NPL, Flash 5 Advanced for Windows and Macintosh: Visual QuickPro Guide, 12/29/2000, Peachpit Press, pgs 1-24).

**Regarding Independent claim 1,** A method of displaying a markup document and a linked applet within the markup document, the method comprising: Delaying display of image output information for the markup document using image output delay information used to delay display of the markup document, and included in the applet or the markup document; and Synchronizing the delayed image output information for the markup document with applet output information for the applet linked to the markup document, when rendering of the applet is completed, such that the delayed image output information for the markup document and the applet output information for the applet are displayed simultaneously.

Echo teaches that both Flash and Java are applets since they are both small programs that are embedded in HTML pages (pg 2, paragraph 6). The article outlines the advantages of Flash over Java, but also shows the similarity as embedded programs in web pages. Thus the reference teaches Java programming is used

for java Applets by skilled programmers (Pg 1, paragraph 3). Echo doesn't describe in detail the use of preloaders in Flash for delaying image data. Flash Applets are used with markup documents such as web pages to develop high quality animations. Moock teaches the use of a preloader in Flash which determines when the movie is ready to load (see pg 1 of 13, paragraphs 1-3). Moock indicates that "By monitoring the download progress of the main timeline' frames, we can prevent a movie from playing before adequate content is available" (pg 1, paragraph 3). The prevention is the delay needed to buffer the Flash data and the HTML data before displaying it to the user. Furthermore a loading message is not required but optional since it provides an indication to the user on current amount buffered prior to launch. Flash applets are embedded inside markup documents. Moock does not explicitly describe the HTML used with the flash applet. However Chun teaches the use of HTML in Flash Applets (see page 3, paragraph 1). He indicates that Flash displays HTML formatted text in dynamic text boxes. Therefore both the HTML and the Flash Applet are synchronized by the preloader before displaying the contents of both the HTML formatted text and the Flash Applet. At the time of the invention it would have been obvious to one of ordinary skill to include HTML with FLASH movies has a synchronized components. Clearly Echo, Chun and Moock are analogous since they all describe features related to FLASH. The motivation for doing so would have been to display HTML content and Flash content simultaneously once loaded has determined by the preloader, thereby improving the presentation of content, improving since it displays the entire buffered movie when ready instead of portions of content partially loaded.

**Regarding Dependent claim 2**, with dependency of claim 1, Echo teaches that both Flash and Java are applets since they are both small programs that are embedded in HTML pages (pg 2, paragraph 6). The article outlines the advantages of Flash over Java, but also shows the similarity as embedded programs in web pages. Thus the reference teaches Java programming is used for java Applets by skilled programmers (Pg 1, paragraph 3). Echo doesn't describe in detail the use of preloaders in Flash for delaying image data. Moock does not explicitly describe the HTML used with the flash applet. However Chun teaches wherein the delaying of the display of the image output information for the markup document comprises buffering the image output information for the markup document (see page 3, paragraph 1, wherein since the HTML is used with the FLASH they are simultaneously buffered before display which is handles by the preloader). At the time of the invention it would have been obvious to one of ordinary skill to include HTML with FLASH movies has a synchronized components. Clearly Echo, Chun and Moock are analogous since they all

describe features related to FLASH. The motivation for doing so would have been to display HTML content and Flash content simultaneously once loaded has determined by the preloader, thereby improving the presentation of content, improving since it displays the entire buffered movie when ready instead of portions of content partially loaded.

**Regarding Dependent claim 3**, with dependency of claim 1, Echo teaches that both Flash and Java are applets since they are both small programs that are embedded in HTML pages (pg 2, paragraph 6). The article outlines the advantages of Flash over Java, but also shows the similarity as embedded programs in web pages. Thus the reference teaches Java programming is used for java Applets by skilled programmers (Pg 1, paragraph 3). Echo doesn't describe in detail the use of preloaders in Flash for delaying image data. Moock does not explicitly describe the HTML used with the flash applet. However Chun teaches wherein the synchronously displaying the delayed image output information for the markup document and the applet output for an initial image of the applet comprises simultaneously providing the delayed image output information for the markup document and the applet output for the initial image of the applet to a display device based on an output control signal (see page 3, paragraph 1, wherein since the HTML is used with the FLASH they are simultaneously buffered before display which is handled by the preloader. Therefore being displayed on a display device). At the time of the invention it would have been obvious to one of ordinary skill to include HTML with FLASH movies has a synchronized components. Clearly Echo, Chun and Moock are analogous since they all describe features related to FLASH. The motivation for doing so would have been to display HTML content and Flash content simultaneously once loaded has determined by the preloader, thereby improving the presentation of content, improving since it displays the entire buffered movie when ready instead of portions of content partially loaded.

**Regarding Dependent claim 4**, with dependency of claim 1, Echo teaches that both Flash and Java are applets since they are both small programs that are embedded in HTML pages (pg 2, paragraph 6). The article outlines the advantages of Flash over Java, but also shows the similarity as embedded programs in web pages. Thus the reference teaches Java programming is used for java Applets by skilled programmers (Pg 1, paragraph 3). Echo doesn't describe in detail the use of preloaders in Flash for delaying image data. Moock discloses wherein the applet is formed of program codes having an output method different from that of the markup document (page 2, paragraph 5, wherein Moock indicates that the files are in .swf format.

Actionscript is the language used for Flash Applets, which is different than HTML or XML for markup documents).

**Regarding Dependent claim 5**, with dependency of claim 3, Echo teaches that both Flash and Java are applets since they are both small programs that are embedded in HTML pages (pg 2, paragraph 6). The article outlines the advantages of Flash over Java, but also shows the similarity as embedded programs in web pages. Thus the reference teaches Java programming is used for java Applets by skilled programmers (Pg 1, paragraph 3). Echo doesn't describe in detail the use of preloaders in Flash for delaying image data. Moock does not explicitly describe the HTML used with the flash applet. However Chun teaches wherein the output control signal is provided from an applet executing engine, which interprets the applet, or a presentation engine, which interprets the markup document (see page 3, paragraph 1). At the time of the invention it would have been obvious to one of ordinary skill to include HTML with FLASH movies has a synchronized components. Clearly Echo, Chun and Moock are analogous since they all describe features related to FLASH. The motivation for doing so would have been to display HTML content and Flash content simultaneously once loaded has determined by the preloader, thereby improving the presentation of content, improving since it displays the entire buffered movie when ready instead of portions of content partially loaded.

**Regarding Dependent claim 6**, with dependency of claim 1, wherein the delaying of the display of the image output information for the markup document comprises buffering text output of the markup document and buffering at least one of an image output and an audio output of the markup document.

Echo teaches that both Flash and Java are applets since they are both small programs that are embedded in HTML pages (pg 2, paragraph 6). The article outlines the advantages of Flash over Java, but also shows the similarity as embedded programs in web pages. Thus the reference teaches Java programming is used for java Applets by skilled programmers (Pg 1, paragraph 3). Echo doesn't describe in detail the use of preloaders in Flash for delaying image data. (Note: both markup document including the HTML formatting information with the Flash are buffered prior to display hence the delay. Furthermore Moock teaches the delay of audio output via preloading sounds (see pg 11, paragraph 5-8 & page 12 paragraphs 1-6), where he indicates "when the file has completely loaded we can safely attach and play its exported sounds as

follows). Flash Applets are used with markup documents such as web pages to develop high quality animations. Moock teaches the use of a preloader in Flash which determines when the movie is ready to load (see pg 1 of 13, paragraphs 1-3). Moock indicates that "By monitoring the download progress of the main timeline' frames, we can prevent a movie from playing before adequate content is available" (pg 1, paragraph 3). The prevention is the delay needed to buffer the Flash data and the HTML data before displaying it to the user. Furthermore a loading message is not required but optional since it provides an indication to the user on current amount buffered prior to launch. Flash applets are embedded inside markup documents. Moock does not explicitly describe the HTML used with the flash applet. However Chun teaches the use of HTML in Flash Applets (see page 3, paragraph 1). He indicates that Flash displays HTML formatted text in dynamic text boxes. Therefore both the HTML and the Flash Applet are synchronized by the preloader before displaying the contents of both the HTML formatted text and the Flash Applet. At the time of the invention it would have been obvious to one of ordinary skill to include HTML with FLASH movies has a synchronized components. Clearly Echo, Chun and Moock are analogous since they all describe features related to FLASH. The motivation for doing so would have been to display HTML content and Flash content simultaneously once loaded has determined by the preloader, thereby improving the presentation of content, improving since it displays the entire buffered movie when ready instead of portions of content partially loaded.

**Regarding Dependent claim 7**, with dependency of claim 2, wherein the buffering comprises buffering text output of the markup document and buffering at least one of an image output and an audio output of the markup document.

Echo teaches that both Flash and Java are applets since they are both small programs that are embedded in HTML pages (pg 2, paragraph 6). The article outlines the advantages of Flash over Java, but also shows the similarity as embedded programs in web pages. Thus the reference teaches Java programming is used for java Applets by skilled programmers (Pg 1, paragraph 3). Echo doesn't describe in detail the use of preloaders in Flash for delaying image data. (Note: both markup document including the HTML formatting information with the Flash are buffered prior to display hence the delay. Furthermore Moock teaches the delay of audio output via preloading sounds (see pg 11, paragraph 5-8 & page 12 paragraphs 1-6), where he indicates "when the file has completely loaded we can safely attach and play its exported sounds as

follows). Flash Applets are used with markup documents such as web pages to develop high quality animations. Moock teaches the use of a preloader in Flash which determines when the movie is ready to load (see pg 1 of 13, paragraphs 1-3). Moock indicates that "By monitoring the download progress of the main timeline' frames, we can prevent a movie from playing before adequate content is available" (pg 1, paragraph 3). The prevention is the delay needed to buffer the Flash data and the HTML data before displaying it to the user. Furthermore a loading message is not required but optional since it provides an indication to the user on current amount buffered prior to launch. Flash applets are embedded inside markup documents. Moock does not explicitly describe the HTML used with the flash applet. However Chun teaches the use of HTML in Flash Applets (see page 3, paragraph 1). He indicates that Flash displays HTML formatted text in dynamic text boxes. Therefore both the HTML and the Flash Applet are synchronized by the preloader before displaying the contents of both the HTML formatted text and the Flash Applet. At the time of the invention it would have been obvious to one of ordinary skill to include HTML with FLASH movies has a synchronized components. Clearly Echo, Chun and Moock are analogous since they all describe features related to FLASH. The motivation for doing so would have been to display HTML content and Flash content simultaneously once loaded has determined by the preloader, thereby improving the presentation of content, improving since it displays the entire buffered movie when ready instead of portions of content partially loaded.

**Regarding Dependent claim 8**, with dependency of claim 3, Echo teaches that both Flash and Java are applets since they are both small programs that are embedded in HTML pages (pg 2, paragraph 6). The article outlines the advantages of Flash over Java, but also shows the similarity as embedded programs in web pages. Thus the reference teaches Java programming is used for java Applets by skilled programmers (Pg 1, paragraph 3). Echo doesn't describe in detail the use of preloaders in Flash for delaying image data. Moock does not explicitly describe the HTML used with the flash applet. However Chun teaches wherein the delaying of the display of the image output information for the markup document comprises buffering text output of the markup document and buffering at least one of an image output and an audio output of the markup document (see page 3, paragraph 1). At the time of the invention it would have been obvious to one of ordinary skill to include HTML with FLASH movies has a synchronized components. Clearly Echo, Chun and Moock are analogous since they all describe features related to FLASH. The motivation for doing so would have been to display HTML content and Flash content simultaneously once loaded has determined by



the preloader, thereby improving the presentation of content, improving since it displays the entire buffered movie when ready instead of portions of content partially loaded.

**Regarding Independent claim 9,** An information storage medium controlling a computer to display a markup document and a linked applet within the markup document, comprising: the markup document; and the applet linked to the markup document, wherein the applet or the markup document includes markup image output delay information used to delay display of the markup document such that image output information of the markup document and applet output information of the applet are synchronized to be displayed simultaneously.

Echo teaches that both Flash and Java are applets since they are both small programs that are embedded in HTML pages (pg 2, paragraph 6). The article outlines the advantages of Flash over Java, but also shows the similarity as embedded programs in web pages. Thus the reference teaches Java programming is used for java Applets by skilled programmers (Pg 1, paragraph 3). Echo doesn't describe in detail the use of preloaders in Flash for delaying image data. Flash Applets are used with markup documents such as web pages to develop high quality animations. Moock teaches the use of a preloader in Flash which determines when the movie is ready to load (see pg 1 of 13, paragraphs 1-3). Moock indicates that "By monitoring the download progress of the main timeline' frames, we can prevent a movie from playing before adequate content is available" (pg 1, paragraph 3). The prevention is the delay needed to buffer the Flash data and the HTML data before displaying it to the user. Furthermore a loading message is not required but optional since it provides an indication to the user on current amount buffered prior to launch. Flash applets are embedded inside markup documents. Moock does not explicitly describe the HTML used with the flash applet. However Chun teaches the use of HTML in Flash Applets (see page 3, paragraph 1). He indicates that Flash displays HTML formatted text in dynamic text boxes. Therefore both the HTML and the Flash Applet are synchronized by the preloader before displaying the contents of both the HTML formatted text and the Flash Applet. At the time of the invention it would have been obvious to one of ordinary skill to include HTML with FLASH movies has a synchronized components. Clearly Echo, Chun and Moock are analogous since they all describe features related to FLASH. The motivation for doing so would have been to display HTML content and Flash content simultaneously once loaded has determined by the preloader, thereby improving the presentation of content, improving since it displays the entire buffered movie when

ready instead of portions of content partially loaded.

**Regarding Dependent claim 10**, with dependency of claim 9, Echo teaches that both Flash and Java are applets since they are both small programs that are embedded in HTML pages (pg 2, paragraph 6). The article outlines the advantages of Flash over Java, but also shows the similarity as embedded programs in web pages. Thus the reference teaches Java programming is used for java Applets by skilled programmers (Pg 1, paragraph 3). Echo doesn't describe in detail the use of preloaders in Flash for delaying image data. Although flash has support for state operations during execution, Moock doesn't explicitly describe the functions for the state operations. Instead Chun discloses wherein the applet executes in any one state of an initial state, a start state, a stop state, and a destroy state (page 20, wherein play (), and stop () represent a start state and stop state respectively). At the time of the invention it would have been obvious to one of ordinary skill to include HTML with FLASH movies has a synchronized components. Clearly Echo, Chun and Moock are analogous since they all describe features related to FLASH. The motivation for doing so would have been to display HTML content and Flash content simultaneously once loaded has determined by the preloader, thereby improving the presentation of content, improving since it displays the entire buffered movie when ready instead of portions of content partially loaded.

**Regarding Dependent claim 11**, with dependency of claim 9, Echo teaches that both Flash and Java are applets since they are both small programs that are embedded in HTML pages (pg 2, paragraph 6). The article outlines the advantages of Flash over Java, but also shows the similarity as embedded programs in web pages. Thus the reference teaches Java programming is used for java Applets by skilled programmers (Pg 1, paragraph 3). Echo doesn't describe in detail the use of preloaders in Flash for delaying image data. Moock discloses wherein the applet includes a delay function as the markup image output delay information for synchronizing display of image output information of the markup document with display of output information of the applet (page 2 paragraphs 1-5 & page 3, paragraphs 1-7, wherein the delay function is determined by the total number of frames loaded has compared to the specified loadAmount()).

**Regarding Dependent claim 12**, with dependency of claim 10, Echo teaches that both Flash and Java are applets since they are both small programs that are embedded in HTML pages (pg 2, paragraph 6). The article outlines the advantages of Flash over Java, but also shows the similarity as embedded programs in

web pages. Thus the reference teaches Java programming is used for java Applets by skilled programmers (Pg 1, paragraph 3). Echo doesn't describe in detail the use of preloaders in Flash for delaying image data. although flash has support for state operations during execution, Moock doesn't explicitly describe the functions for the state operations. Instead Chun discloses wherein the applet includes a delay function during the start state as the markup image output delay information for synchronizing display of image output information of the markup document with display of output information of the applet (page 20). At the time of the invention it would have been obvious to one of ordinary skill to include HTML with FLASH movies has a synchronized components. Clearly Echo, Chun and Moock are analogous since they all describe features related to FLASH. The motivation for doing so would have been to display HTML content and Flash content simultaneously once loaded has determined by the preloader, thereby improving the presentation of content, improving since it displays the entire buffered movie when ready instead of portions of content partially loaded.

**Regarding Dependent claim 13**, with dependency of claim 10, Echo teaches that both Flash and Java are applets since they are both small programs that are embedded in HTML pages (pg 2, paragraph 6). The article outlines the advantages of Flash over Java, but also shows the similarity as embedded programs in web pages. Thus the reference teaches Java programming is used for java Applets by skilled programmers (Pg 1, paragraph 3). Echo doesn't describe in detail the use of preloaders in Flash for delaying image data. although flash has support for state operations during execution, Moock doesn't explicitly describe the functions for the state operations. Instead Chun discloses wherein the applet comprises: a delay function as the markup image output delay information, which delays display of image output information for the markup document; and a delay cancel function canceling the delay of the display of the image output information for the markup document, when rendering of an initial image of the applet is completed by the initial and start states of the applet (page 20). At the time of the invention it would have been obvious to one of ordinary skill to include HTML with FLASH movies has a synchronized components. Clearly Echo, Chun and Moock are analogous since they all describe features related to FLASH. The motivation for doing so would have been to display HTML content and Flash content simultaneously once loaded has determined by the preloader, thereby improving the presentation of content, improving since it displays the entire buffered movie when ready instead of portions of content partially loaded.

Regarding Dependent claim 14, with dependency of claim 9, Echo teaches that both Flash and Java are applets since they are both small programs that are embedded in HTML pages (pg 2, paragraph 6). The article outlines the advantages of Flash over Java, but also shows the similarity as embedded programs in web pages. Thus the reference teaches Java programming is used for java Applets by skilled programmers (Pg 1, paragraph 3). Echo doesn't describe in detail the use of preloaders in Flash for delaying image data. Moock discloses wherein the markup document comprises tag or attribute indication information as the markup image output delay information to control synchronous display of output of the markup document with output of the applet (Although typical HTML document does not include delay function, this as known in the art is usually provided thru PHP or other scripting languages. However using action script this is accomplished in page 2 paragraphs 1-5 & page 3, paragraphs 1-7, wherein the delay function is determined by the total number of frames loaded has compared to the specified loadAmount()).

Regarding Independent claim 15, A computer system with a display device to display a markup document and a linked applet within the markup document, comprising: a presentation engine, which interprets the markup document to provide image output information for the markup document;  
and an applet executing engine, which interprets the applet linked to the markup document to provide an applet output, wherein the presentation engine delays display of the image output information for the markup document using image output delay information used to delay display of the markup document, and included in the applet or the markup document, and synchronizes and outputs the delayed image output information of the markup document and the applet output to the display device for simultaneous display, when an output control signal indicating completion of rendering of the applet output is input from the applet executing engine.

Echo teaches that both Flash and Java are applets since they are both small programs that are embedded in HTML pages (pg 2, paragraph 6). The article outlines the advantages of Flash over Java, but also shows the similarity as embedded programs in web pages. Thus the reference teaches Java programming is used for java Applets by skilled programmers (Pg 1, paragraph 3). Echo doesn't describe in detail the use of preloaders in Flash for delaying image data. Flash Applets are used with markup documents such as web pages to develop high quality animations. Moock teaches the use of a preloader in Flash which determines when the movie is ready to load (see pg 1 of 13, paragraphs 1-3). Moock indicates that "By monitoring the

download progress of the main timeline' frames, we can prevent a movie from playing before adequate content is available" (pg 1, paragraph 3). The prevention is the delay needed to buffer the Flash data and the HTML data before displaying it to the user. Furthermore a loading message is not required but optional since it provides an indication to the user on current amount buffered prior to launch. Flash applets are embedded inside markup documents. Moock does not explicitly describe the HTML used with the flash applet. However Chun teaches the use of HTML in Flash Applets (see page 3, paragraph 1). He indicates that Flash displays HTML formatted text in dynamic text boxes. Therefore both the HTML and the Flash Applet are synchronized by the preloader before displaying the contents of both the HTML formatted text and the Flash Applet. At the time of the invention it would have been obvious to one of ordinary skill to include HTML with FLASH movies has a synchronized components. Clearly Echo, Chun and Moock are analogous since they all describe features related to FLASH. The motivation for doing so would have been to display HTML content and Flash content simultaneously once loaded has determined by the preloader, thereby improving the presentation of content, improving since it displays the entire buffered movie when ready instead of portions of content partially loaded.

**Regarding Dependent claim 16**, with dependency of claim 15, wherein the presentation engine comprises a buffer to buffer the image output information of the markup document to delay the display of the image output information for the markup document, in response to the image output delay signal input from the applet executing engine.

Echo teaches that both Flash and Java are applets since they are both small programs that are embedded in HTML pages (pg 2, paragraph 6). The article outlines the advantages of Flash over Java, but also shows the similarity as embedded programs in web pages. Thus the reference teaches Java programming is used for java Applets by skilled programmers (Pg 1, paragraph 3). Echo doesn't describe in detail the use of preloaders in Flash for delaying image data. (Note: both markup document including the HTML formatting information with the Flash are buffered prior to display hence the delay). Flash Applets are used with markup documents such as web pages to develop high quality animations. Moock teaches the use of a preloader in Flash which determines when the movie is ready to load (see pg 1 of 13, paragraphs 1-3). Moock indicates that "By monitoring the download progress of the main timeline' frames, we can prevent a movie from playing before adequate content is available" (pg 1, paragraph 3). The prevention is the delay needed to

buffer the Flash data and the HTML data before displaying it to the user. Furthermore a loading message is not required but optional since it provides an indication to the user on current amount buffered prior to launch. Flash applets are embedded inside markup documents. Moock does not explicitly describe the HTML used with the flash applet. However Chun teaches the use of HTML in Flash Applets (see page 3, paragraph 1). He indicates that Flash displays HTML formatted text in dynamic text boxes. Therefore both the HTML and the Flash Applet are synchronized by the preloader before displaying the contents of both the HTML formatted text and the Flash Applet. At the time of the invention it would have been obvious to one of ordinary skill to include HTML with FLASH movies has a synchronized components. Clearly Echo, Chun and Moock are analogous since they all describe features related to FLASH. The motivation for doing so would have been to display HTML content and Flash content simultaneously once loaded has determined by the preloader, thereby improving the presentation of content, improving since it displays the entire buffered movie when ready instead of portions of content partially loaded.

**Regarding Dependent claim 17**, with dependency of claim 15, wherein the presentation engine comprises an audio buffer, which buffers audio output, and a video buffer, which buffers video output, of the image output information of the markup document and/or of the applet output to delay the display of the image output information for the markup document, in response to the output control signal input from the applet executing engine.

Echo teaches that both Flash and Java are applets since they are both small programs that are embedded in HTML pages (pg 2, paragraph 6). The article outlines the advantages of Flash over Java, but also shows the similarity as embedded programs in web pages. Thus the reference teaches Java programming is used for java Applets by skilled programmers (Pg 1, paragraph 3). Echo doesn't describe in detail the use of preloaders in Flash for delaying image data. (Note: both markup document including the HTML formatting information with the Flash are buffered prior to display hence the delay. Furthermore Moock teaches the delay of audio output via preloading sounds (see pg 11, paragraph 5-8 & page 12 paragraphs 1-6), where he indicates "when the file has completely loaded we can safely attach and play its exported sounds as follows). Flash Applets are used with markup documents such as web pages to develop high quality animations. Moock teaches the use of a preloader in Flash which determines when the movie is ready to load (see pg 1 of 13, paragraphs 1-3). Moock indicates that "By monitoring the download progress of the

main timeline' frames, we can prevent a movie from playing before adequate content is available" (pg 1, paragraph 3). The prevention is the delay needed to buffer the Flash data and the HTML data before displaying it to the user. Furthermore a loading message is not required but optional since it provides an indication to the user on current amount buffered prior to launch. Flash applets are embedded inside markup documents. Moock does not explicitly describe the HTML used with the flash applet. However Chun teaches the use of HTML in Flash Applets (see page 3, paragraph 1). He indicates that Flash displays HTML formatted text in dynamic text boxes. Therefore both the HTML and the Flash Applet are synchronized by the preloader before displaying the contents of both the HTML formatted text and the Flash Applet. At the time of the invention it would have been obvious to one of ordinary skill to include HTML with FLASH movies has a synchronized components. Clearly Echo, Chun and Moock are analogous since they all describe features related to FLASH. The motivation for doing so would have been to display HTML content and Flash content simultaneously once loaded has determined by the preloader, thereby improving the presentation of content, improving since it displays the entire buffered movie when ready instead of portions of content partially loaded.

**Regarding Dependent claim 18**, with dependency of claim 16, wherein the image output delay signal is set according to an amount of rendering time of the markup document and/or the applet.

Echo teaches that both Flash and Java are applets since they are both small programs that are embedded in HTML pages (pg 2, paragraph 6). The article outlines the advantages of Flash over Java, but also shows the similarity as embedded programs in web pages. Thus the reference teaches Java programming is used for java Applets by skilled programmers (Pg 1, paragraph 3). Echo doesn't describe in detail the use of preloaders in Flash for delaying image data. (Note: Rendering time is the delay involved in buffering the data, both markup document including the HTML formatting information with the Flash are buffered prior to display hence the delay. Furthermore Moock teaches the delay of audio output via preloading sounds (see pg 11, paragraph 5-8 & page 12 paragraphs 1-6), where he indicates "when the file has completely loaded we can safely attach and play its exported sounds as follows). Flash Applets are used with markup documents such as web pages to develop high quality animations. Moock teaches the use of a preloader in Flash which determines when the movie is ready to load (see pg 1 of 13, paragraphs 1-3). Moock indicates that "By monitoring the download progress of the main timeline' frames, we can prevent a movie from

playing before adequate content is available" (pg 1, paragraph 3). The prevention is the delay needed to buffer the Flash data and the HTML data before displaying it to the user. Furthermore a loading message is not required but optional since it provides an indication to the user on current amount buffered prior to launch. Flash applets are embedded inside markup documents. Moock does not explicitly describe the HTML used with the flash applet. However Chun teaches the use of HTML in Flash Applets (see page 3, paragraph 1). He indicates that Flash displays HTML formatted text in dynamic text boxes. Therefore both the HTML and the Flash Applet are synchronized by the preloader before displaying the contents of both the HTML formatted text and the Flash Applet. At the time of the invention it would have been obvious to one of ordinary skill to include HTML with FLASH movies has a synchronized components. Clearly Echo, Chun and Moock are analogous since they all describe features related to FLASH. The motivation for doing so would have been to display HTML content and Flash content simultaneously once loaded has determined by the preloader, thereby improving the presentation of content, improving since it displays the entire buffered movie when ready instead of portions of content partially loaded.

**Regarding Independent claim 19, A computer with a display device to display a markup document image and a linked applet image within the markup document image, comprising: a programmed computer processor to control synchronous output of the markup document image including a linked applet image to the display device, according to display control information in the markup document image and/or in the linked applet image, so that the markup document image and the linked applet image are displayed simultaneously as a markup image.**

Echo teaches that both Flash and Java are applets since they are both small programs that are embedded in HTML pages (pg 2, paragraph 6). The article outlines the advantages of Flash over Java, but also shows the similarity as embedded programs in web pages. Thus the reference teaches Java programming is used for java Applets by skilled programmers (Pg 1, paragraph 3). Echo doesn't describe in detail the use of preloaders in Flash for delaying image data. Flash Applets are used with markup documents such as web pages to develop high quality animations. Moock teaches the use of a preloader in Flash which determines when the movie is ready to load (see pg 1 of 13, paragraphs 1-3). Moock indicates that "By monitoring the download progress of the main timeline' frames, we can prevent a movie from playing before adequate content is available" (pg 1, paragraph 3). The prevention is the delay needed to buffer the Flash data and



the HTML data before displaying it to the user. Furthermore a loading message is not required but optional since it provides an indication to the user on current amount buffered prior to launch. Flash applets are embedded inside markup documents. Moock does not explicitly describe the HTML used with the flash applet. However Chun teaches the use of HTML in Flash Applets (see page 3, paragraph 1). He indicates that Flash displays HTML formatted text in dynamic text boxes. Therefore both the HTML and the Flash Applet are synchronized by the preloader before displaying the contents of both the HTML formatted text and the Flash Applet. At the time of the invention it would have been obvious to one of ordinary skill to include HTML with FLASH movies has a synchronized components. Clearly Echo, Chun and Moock are analogous since they all describe features related to FLASH. The motivation for doing so would have been to display HTML content and Flash content simultaneously once loaded has determined by the preloader, thereby improving the presentation of content, improving since it displays the entire buffered movie when ready instead of portions of content partially loaded.

**Regarding Dependent claim 20**, with dependency of claim 19, Echo teaches that both Flash and Java are applets since they are both small programs that are embedded in HTML pages (pg 2, paragraph 6). The article outlines the advantages of Flash over Java, but also shows the similarity as embedded programs in web pages. Thus the reference teaches Java programming is used for java Applets by skilled programmers (Pg 1, paragraph 3). Echo doesn't describe in detail the use of preloaders in Flash for delaying image data. Moock doesn't explicitly describe all the functions supported in FLASH. However Chun teaches wherein the programmed computer processor controls an order of rendering of the markup document image and the linked applet image according to the display control information to synchronously and simultaneously display the markup document image and the linked applet image as the markup image (page 20, wherein swarpDepths (depth) switches the stacking order of movie clips). At the time of the invention it would have been obvious to one of ordinary skill to include HTML with FLASH movies has a synchronized components. Clearly Echo, Chun and Moock are analogous since they all describe features related to FLASH. The motivation for doing so would have been to display HTML content and Flash content simultaneously once loaded has determined by the preloader, thereby improving the presentation of content, improving since it displays the entire buffered movie when ready instead of portions of content partially loaded.

**Regarding Dependent claim 21**, with dependency of claim 19, wherein the display control information is used to suspend an output for display of the markup document image until the markup document image and the linked applet image are simultaneously displayable as the markup image:

Echo teaches that both Flash and Java are applets since they are both small programs that are embedded in HTML pages (pg 2, paragraph 6). The article outlines the advantages of Flash over Java, but also shows the similarity as embedded programs in web pages. Thus the reference teaches Java programming is used for java Applets by skilled programmers (Pg 1, paragraph 3). Echo doesn't describe in detail the use of preloaders in Flash for delaying image data. Flash Applets are used with markup documents such as web pages to develop high quality animations. Moock teaches the use of a preloader in Flash which determines when the movie is ready to load (see pg 1 of 13, paragraphs 1-3). Moock indicates that "By monitoring the download progress of the main timeline' frames, we can prevent a movie from playing before adequate content is available" (pg 1, paragraph 3). The prevention is the delay needed to buffer the Flash data and the HTML data before displaying it to the user. Furthermore a loading message is not required but optional since it provides an indication to the user on current amount buffered prior to launch. Flash applets are embedded inside markup documents. Moock does not explicitly describe the HTML used with the flash applet. However Chun teaches the use of HTML in Flash Applets (see page 3, paragraph 1). He indicates that Flash displays HTML formatted text in dynamic text boxes. Therefore both the HTML and the Flash Applet are synchronized by the preloader before displaying the contents of both the HTML formatted text and the Flash Applet. At the time of the invention it would have been obvious to one of ordinary skill to include HTML with FLASH movies has a synchronized components. Clearly Echo, Chun and Moock are analogous since they all describe features related to FLASH. The motivation for doing so would have been to display HTML content and Flash content simultaneously once loaded has determined by the preloader, thereby improving the presentation of content, improving since it displays the entire buffered movie when ready instead of portions of content partially loaded.

**Regarding Dependent claims 22-25**, wherein the applet is formed using the Java programming language (Pg 1, paragraph 3).

*It is noted that any citation **[[s]]** to specific, pages, columns, lines, or figures in the prior art references and any interpretation of the references should not be considered to be limiting in any way. A reference is relevant for all it contains and may be relied upon for all that it would have reasonably suggested to one having ordinary skill in the art. **[[See, MPEP 2123]]***

#### **Response to Arguments**

6. Applicant's arguments filed 8/14/2007 have been considered but are moot in view of the new grounds of rejections.

#### **Conclusion**

7. Applicant's amendment necessitated the new ground(s) of rejection presented in this Office action. Accordingly, **THIS ACTION IS MADE FINAL**. See MPEP § 706.07(a). Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

A shortened statutory period for reply to this final action is set to expire **THREE MONTHS** from the mailing date of this action. In the event a first reply is filed within **TWO MONTHS** of the mailing date of this final action and the advisory action is not mailed until after the end of the **THREE-MONTH** shortened statutory period, then the shortened statutory period will expire on the date the advisory action is mailed, and any extension fee pursuant to 37 CFR 1.136(a) will be calculated from the mailing date of the advisory action. In no event, however, will the statutory period for reply expire later than **SIX MONTHS** from the date of this final action.


Any inquiry concerning this communication or earlier communications from the examiner should be directed to Manglesh M. Patel whose telephone number is (571) 272-5937. The examiner can normally be reached on M,F 8:30-6:00 T,TH 8:30-3:00 Wed 8:30-7:00.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Stephen S. Hong can be reached on (571)272-4124. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

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Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free).

Manglesh M. Patel  
Patent Examiner  
October 24, 2007



**CESAR PAULA**  
**PRIMARY EXAMINER**